

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claims 1-47 (Cancelled).

Claim 48 (Currently Amended): A gaming apparatus, comprising:  
a display unit that is capable of generating video images;  
a value input device;  
a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor;  
said controller being programmed to allow a person to make a wager;  
said controller being programmed to cause a video image to be generated on said display unit, said video image representing a video slots game,  
said video image comprising an image of a plurality of simulated slot machine reels,  
said slot machine reels comprising a plurality of display regions;  
said controller being programmed to display a symbol in the plurality of display regions;  
said controller being programmed to determine whether there are at least three related symbols displaying common subject matter in display regions that are contiguous and that relate to an aspect of a [[the ]] bonus game;  
said controller being programmed to allow a player to operate a second input device to play an aspect of the [[a ]] bonus game in the display regions that display the at least three related symbols if said controller determines that there are at least three related symbols displaying common subject matter in display regions that are contiguous and that relate to the aspect of the bonus game;  
said controller being programmed to allow the player to use manual dexterity on the second input device to effect the outcome of the bonus game; and  
said controller being programmed to determine a value payout associated with an outcome of said game and said bonus game.

Claim 49 (Currently Amended): A gaming apparatus as defined in claim 48, wherein said controller is programmed to allow the player to operate the second input device to adjust

the direction of an object displayed as moving in the display regions that display the at least three related symbols if the controller determines that there are at least three related symbols displaying common subject matter in display regions that are contiguous.

**Claim 50 (Currently Amended):** A gaming apparatus as defined in claim 48, wherein said controller is programmed to allow the player to operate the second input device to adjust the speed of an object displayed as moving in the display regions that display the at least three related symbols if the controller determines that there are at least three related symbols displaying common subject matter in display regions that are contiguous.

**Claim 51 (Currently Amended):** A gaming apparatus as defined in claim 48, wherein said controller is programmed to allow the player to operate the second input device to adjust the spin of an object displayed as moving in the display regions that display the at least three related symbols if the controller determines that there are at least three related symbols displaying common subject matter in display regions that are contiguous.

**Claim 52 (Currently Amended):** A gaming apparatus as defined in claim 48, wherein said controller is programmed to allow the player to operate the second input device to adjust the direction, speed and spin of an object displayed as moving in the display regions that display the at least three related symbols if the controller determines that there are at least three related symbols displaying common subject matter in display regions that are contiguous.

**Claim 53 (Previously Presented):** A gaming apparatus as defined in claim 48, wherein said second input device comprises a trackball.

**Claim 54 (Previously Presented):** A gaming apparatus as defined in claim 48, wherein said second input device comprises a joystick.

**Claim 55 (Previously Presented):** A gaming apparatus as defined in claim 48, wherein said second input device comprises a light pen.

Claim 56 (Previously Presented): A gaming system comprising a plurality of gaming apparatuses as defined in claim 48, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

Claim 57 (Previously Presented): A gaming system as defined in claim 56, wherein said gaming apparatuses are interconnected via the Internet.

Claim 58 (Currently Amended): A gaming method comprising:  
causing a video game image to be generated of a video slots games wherein said video game image comprises an image of a plurality of simulated slot machine reels and wherein said slot machine reels comprises a plurality of display regions;  
displaying a symbol in the plurality of display regions;  
determining whether there are at least three related symbols displaying common subject matter in display regions that are contiguous and that relate to an aspect of a [[the]] bonus game;

allowing a player to operate a second input device to play an aspect of the [[a]] bonus game in the display regions that display the at least three related symbols if said controller determines that there are at least three related symbols displaying common subject matter in display regions that are contiguous and that relate to the aspect of the bonus game;

allowing the player to use manual dexterity on the second input device to effect the outcome of the bonus game if said controller determines that there are at least three related symbols displaying common subject matter in display regions that are contiguous; and

determining a value payout associated with an outcome of said game and said bonus game.

Claim 59 (Currently Amended): A gaming method as defined in claim 58, additionally comprising allowing the player to operate the second input device to adjust the direction of an object displayed as moving in the display regions that display the at least three related symbols if the controller determines that there are at least three related symbols displaying common subject matter in display regions that are contiguous.

Claim 60 (Currently Amended): A gaming method as defined in claim 58, additionally comprising allowing the player to operate the second input device to adjust the

speed of an object displayed as moving in the display regions that display the at least three related symbols if the controller determines that there are at least three related symbols displaying common subject matter in display regions that are contiguous.

Claim 61 (Currently Amended): A gaming method as defined in claim 58, additionally comprising allowing the player to operate the second input device to adjust the spin of an object displayed as moving in the display regions that display the at least three related symbols if the controller determines that there are at least three related symbols displaying common subject matter in display regions that are contiguous.

Claim 62 (Currently Amended): A gaming method as defined in claim 58, additionally comprising allowing the player to operate the second input device to adjust the direction, speed and spin of an object displayed as moving in the display regions that display the at least three related symbols if the controller determines that there are at least three related symbols displaying common subject matter in display regions that are contiguous.

Claim 63 (Previously Presented): A gaming method as defined in claim 58, additionally comprising allowing the player to operate a trackball as the second input device.

Claim 64 (Previously Presented): A gaming method as defined in claim 58, additionally comprising allowing the player to operate a joystick as the second input device.

Claim 65 (Previously Presented): A gaming method as defined in claim 58, additionally comprising allowing the player to operate a lightpen as the second input device.

Claim 66 (Currently Amended): A memory having a computer program stored therein, said computer program being capable of being used in connection with a gaming apparatus, said memory comprising:

a first memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to allow a person to make a wager;

a second memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to cause a video image to be generated on a display unit, said video image representing a video slots game wherein said video image

comprises an image of a plurality of simulated slot machine reels and wherein said slot machine reels comprises a plurality of display regions;

a third memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to display a symbol in the plurality of display regions;

a fourth memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to determine whether there are at least three related symbols displaying common subject matter in display regions that are contiguous and that relate to an aspect of a [[the ]] bonus game;

a fifth memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to allow a player to operate a second input device to play an aspect of the [[a ]] bonus game in the display regions that display the at least three related symbols if there are at least three related symbols displaying common subject matter in display regions that are contiguous and that relate to the aspect of the bonus game;

a sixth memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to allow a player to use manual dexterity on the second input device to effect the outcome of the bonus game if there are at least three related symbols displaying common subject matter in display regions that are contiguous; and

a seventh memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to determine a value payout associated with an outcome of said game and said bonus game.

**Claim 67 (Currently Amended):** A memory as defined in claim 66, wherein said memory additionally comprises a additional portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to allow the player to operate the second input device to adjust the direction of an object displayed as moving in the display regions that display the at least three related symbols if there are at least three related symbols displaying common subject matter in display regions that are contiguous.

**Claim 68 (Currently Amended):** A memory as defined in claim 66, wherein said memory additionally comprises a additional portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to adjust the speed of

an object displayed as moving in the display regions that display the at least three related symbols if there are at least three related symbols displaying common subject matter in display regions that are contiguous.

**Claim 69 (Currently Amended):** A memory as defined in claim 66, wherein said memory additionally comprises a additional portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to adjust the spin of an object displayed as moving in the display regions that display the at least three related symbols if there are at least three related symbols displaying common subject matter in display regions that are contiguous.

**Claim 70 (Currently Amended):** A memory as defined in claim 66, wherein said memory additionally comprises a additional portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to adjust the direction, speed and spin of an object displayed as moving in the display regions that display the at least three related symbols if there are at least three related symbols displaying common subject matter in display regions that are contiguous.

**Claim 71 (Previously Presented):** A memory as defined in claim 66, wherein said memory additionally comprises a additional portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to allow the player to operate a trackball as the second input device.

**Claim 72 (Previously Presented):** A memory as defined in claim 66, wherein said memory additionally comprises a additional portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to allow the player to operate a joystick as the second input device.

**Claim 73 (Previously Presented):** A memory as defined in claim 66, wherein said memory additionally comprises a additional portion physically configured in accordance with computer program instructions that would allow the player to operate a lightpen as the second input device.

Claim 74 (Previously Presented): A gaming apparatus as defined in claim 48, wherein the bonus game comprises a plurality of aspects, wherein each combination of at least three related symbols relates to one of the plurality of aspects.

Claim 75 (Previously Presented): A gaming apparatus as defined in claim 48, wherein the at least three related symbols depict an aspect of the bonus game.

Claim 76 (Previously Presented): A gaming apparatus as defined in claim 48, wherein the at least three related symbols relate to an aspect of a bowling game.

Claim 77 (Previously Presented): A gaming apparatus as defined in claim 58, wherein the bonus game comprises a plurality of aspects, wherein each combination of at least three related symbols relates to one of the plurality of aspects.

Claim 78 (Previously Presented): A gaming apparatus as defined in claim 58, wherein the at least three related symbols depict an aspect of the bonus game.

Claim 79 (Previously Presented): A gaming apparatus as defined in claim 58, wherein the at least three related symbols relate to an aspect of a bowling game.

Claim 80 (Previously Presented): A gaming apparatus as defined in claim 66, wherein the bonus game comprises a plurality of aspects, wherein each combination of at least three related symbols relates to one of the plurality of aspects.

Claim 81 (Previously Presented): A gaming apparatus as defined in claim 66, wherein the at least three related symbols depict an aspect of the bonus game.

Claim 82 (Previously Presented): A gaming apparatus as defined in claim 66, wherein the at least three related symbols relate to an aspect of a bowling game.